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L11	medical and image	54403	L11
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L4	L3 and medical	524	L4
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1 **Pen computing: a technology overview and a vision**   ▨

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: 📄 pdf(5.14 MB)   Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions.Starting with a short historic ...

2 **Continuous program optimization: A case study**   ▨

Thomas Kistler, Michael Franz

July 2003 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 25 Issue 4

Full text available: 📄 pdf(377.67 KB)   Additional Information: full citation, abstract, references, index terms

Much of the software in everyday operation is not making optimal use of the hardware on which it actually runs. Among the reasons for this discrepancy are hardware/software mismatches, modularization overheads introduced by software engineering considerations, and the inability of systems to adapt to users' behaviors.A solution to these problems is to delay code generation until load time. This is the earliest point at which a piece of software can be fine-tuned to the actual capabilities of the ...

Keywords: Dynamic code generation, continuous program optimization, dynamic reoptimization

3 **Human-computer interface development: concepts and systems for its management**   ▨

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available: 📄 pdf(7.97 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence,

structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

4 A prototype electronic encyclopedia
Stephen A. Weyer, Alan H. Borning
January 1985 **ACM Transactions on Information Systems (TOIS)**, Volume 3 Issue 1

Full text available: pdf(1.76 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

We describe a prototype electronic encyclopedia implemented on a powerful personal computer, in which user interface, media presentation, and knowledge representation techniques are applied to improving access to a knowledge resource. In itself, an electronic encyclopedia is an important information resource, but this work also illustrates the issues and approaches for many types of electronic information retrieval environments. In the prototype we make dynamic use of the structure and sema ...

5 Session C2: information visualization: PRIMA: a case study of using information visualization techniques for patient record analysis
D. L. Gresh, D. A. Rabenhorst, A. Shabo, S. Slavin
October 2002 **Proceedings of the conference on Visualization '02**

Full text available: pdf(256.04 KB)   Additional Information: full citation, abstract, references, index terms

We have created an application, called PRIMA (Patient Record Intelligent Monitoring and Analysis), which can be used to visualize and understand patient record data. It was developed to better understand a large collection of patient records of bone marrow transplants at Hadassah Hospital in Jerusalem, Israel. It is based on an information visualization toolkit, Opal, which has been developed at the IBM T.J. Watson Research Center. Opal allows intelligent, interactive visualization of a wide var ...

Keywords: bioinformatics, information visualization, medical records, visualization

6 Columns: Risks to the public in computers and related systems
Peter G. Neumann
March 2002 **ACM SIGSOFT Software Engineering Notes**, Volume 27 Issue 2

Full text available: pdf(1.54 MB)   Additional Information: full citation

7 Interactive visualization of serial periodic data
John V. Carlis, Joseph A. Konstan
November 1998 **Proceedings of the 11th annual ACM symposium on User interface software and technology**

Full text available: pdf(254.26 KB)   Additional Information: full citation, references, citings, index terms
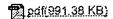
Keywords: data visualization, information visualization, interactive data exploration, serial periodic data, spiral

8 Excentric labeling: dynamic neighborhood labeling for data visualization
Jean-Daniel Fekete, Catherine Plaisant
May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: Additional Information:

📄 pdf(991.38 KB)   full citation, references, citings, index terms

Keywords: dynamic labeling, evaluation, label, visualization

9 Illustrative risks to the public in the use of computer systems and related technology   ▬
Peter G. Neumann
January 1996 **ACM SIGSOFT Software Engineering Notes**, Volume 21 Issue 1
Full text available: 📄 pdf(2.54 MB)   Additional Information: full citation

10 The LINC was early and small   ▬
W. A. Clark
December 1987 **Proceedings of ACM conference on History of medical informatics**
Full text available: 📄 pdf(3.94 MB)   Additional Information: full citation, abstract, references, index terms

The LINC represents one of the earliest attempts to put the stored program computer into the form of a general instrument for laboratory use. In a deliberate departure from the technology of Timesharing then just beginning nearly two decades of development, the LINC was designed for use by individual experimenters and thus anticipated features of the modern personal computer and personal workstation. Built at M.I.T. in 1962, its immediate forebears were the TX-O, ARC-1, and L-1 computers, i ...

11 Hypertext engineering: practical methods for creating a compact disk encyclopedia   ▬
R. J. Glushko, Mark D. Weaver, Thomas A. Coonan, Janet E. Lincoln
January 2000 **Proceedings of the ACM conference on Document processing systems**
Full text available: 📄 pdf(968.34 KB)   Additional Information: full citation, references, citings, index terms

12 The LINC was early and small   ▬
Wesley Clark
January 1986 **Proceedings of the ACM Conference on The history of personal workstations**
Full text available: 📄 pdf(4.72 MB)   Additional Information: full citation, abstract, references, citings, index terms

The LINC represents one of the earliest attempts to put the stored program computer into the form of a general instrument for laboratory use. In a deliberate departure from the technology of Timesharing then just beginning nearly two decades of development, the LINC was designed for use by individual experimenters and thus anticipated features of the modern personal computer and personal workstation. Built at M.I.T. in 1962, its immediate forebears were the TX-0, ARC-1, and L-1 computers, i ...

13 The scope of APL in nuclear measurements   ▬
C. Bastian
May 1986 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL**, Volume 16 Issue 4
Full text available: 📄 pdf(684.30 KB)   Additional Information: full citation, abstract, references, index terms

The whole range of data acquisition and analysis in experimental nuclear physics can be covered with a few APL application workspaces. Typical steps of the treatment of statistical data are highlighted and compared with nearly-equivalent solutions in other languages.

14 The art of navigating through hypertext

Jakob Nielsen

March 1990 **Communications of the ACM**, Volume 33 Issue 3

Full text available: 📄 pdf(2.41 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Hypertext (3), (19), (25) is becoming a popular approach to many computer applications, especially those dealing with the on-line presentation of large amounts of loosely structured information such as on-line documentation or computer-aided learning. There are still many issues concerning hypertext that remain to be resolved, however, many of which are in the user interface area. One of the major usability problems with hypertext is the user's risk of disorientation while navigating the in ...

Keywords: Context, HyperCard, hypermedia, interaction history, user navigation

15 Using while moving: HCI issues in fieldwork environments

Jason Pascoe, Nick Ryan, David Morse

September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3

Full text available: 📄 pdf(269.87 KB)   Additional Information: full citation, references, citings, index terms, review

Keywords: MAUI, PDA, archaeology, context, context awareness, ecology, fieldwork, giraffe, minimal attention user interface, palmtop, small screen

16 Socially translucent systems: social proxies, persistent conversation, and the design of "babble"

Thomas Erickson, David N. Smith, Wendy A. Kellogg, Mark Laff, John T. Richards, Erin Bradner

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: 📄 pdf(1.07 MB)   Additional Information: full citation, references, citings, index terms

Keywords: CMC, CSCW, IRC, awareness, chat, computer-medicated communication, conversation, design, discourse, social activity, social computing, visualization

17 A graphical environment for the design of concurrent real-time systems

L. E. Moser, Y. S. Ramakrishna, G. Kutty, P. M. Melliar-Smith, L. K. Dillon

January 1997 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 6 Issue 1

Full text available: 📄 pdf(759.77 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Concurrent real-time systems are among the most difficult systems to design because of the many possible interleavings of events and because of the timing requirements that must be satisfied. We have developed a graphical environment based on Real-Time Graphical Interval Logic (RTGIL) for specifying and reasoning about the designs of concurrent real-time systems. Specifications in the logic have an intuitive graphical representation that resembles the timing diagrams drawn by software and h ...

Keywords: automated deduction, concurrent systems, formal specification and verification, graphical user interface, real-time systems, temporal logic

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